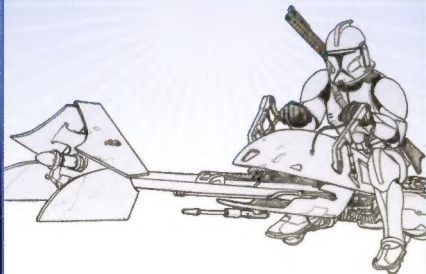


Clone Trooper on Speeder



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Clone Trooper on Speeder

28

Hit Points

50

Defense

18

Attack

8

Damage

20

Special Abilities

Order 66

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



Clone scouts range far across the battlefield to update their commanders on enemy troop movements and the conditions in distant combat zones.

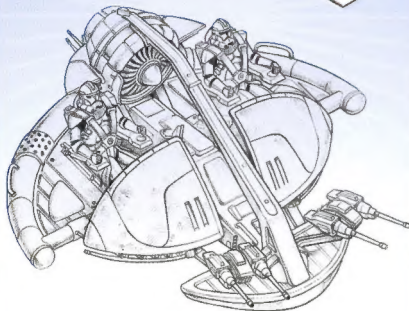


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ISP Speeder



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ISP Speeder

42

Hit Points

70

Defense

15

Attack

9

Damage

20

Special Abilities

Order 66

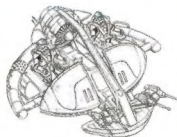
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



A powerful turboprop drives the swamp speeder across wet and marshy terrain.



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Mace Windu, Jedi Master



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Mace Windu, Jedi Master

65

Hit Points

150

Defense

22

Attack

16

Damage

20



Special Abilities

Unique

Melee Attack; Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Force Powers

Force 5

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Shockwave (Force 2, replaces attacks: All characters within 6 squares are considered activated this round; save 11)

Whirlwind Attack (Force 1, replaces turn: Attack each adjacent enemy twice)

A senior member of the Jedi Council, Mace speaks with authority and conviction.



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Roron Corobb



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Roron Corobb

24

Hit Points

90

Defense

19

Attack

10

Damage

20



Special Abilities

Unique. Ithorian
Melee Attack; Double Attack

Force Powers

Force 4

Force Repulse 3 (Force 3, replaces turn: 3D damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save II.)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

Roron Corobb has mastered the Ithorian Force Roar and uses it to repulse enemies with a torrent of sonic energy.

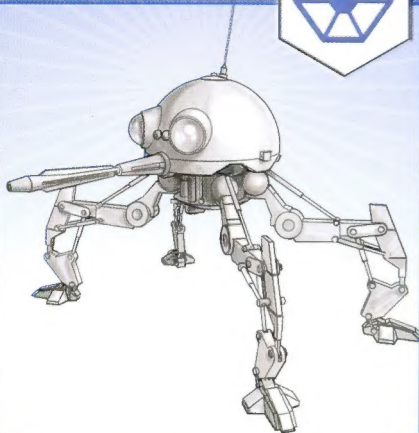


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Dwarf Spider Droid



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Dwarf Spider Droid

15

Hit Points

30

Defense

13

Attack

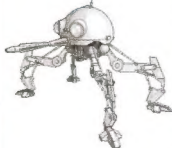
6

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



Though they look awkward, dwarf spider droids can traverse terrain where most vehicles cannot go.

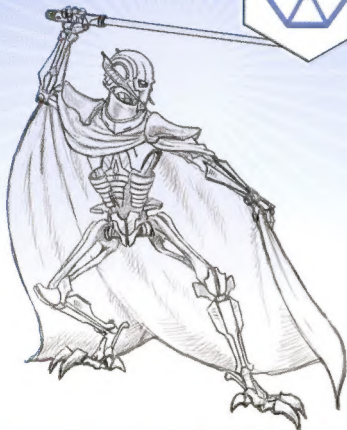


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General Grievous, Supreme Commander



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General Grievous, Supreme Commander

43

Hit Points

100

Defense

20

Attack

12

Damage

20

Special Abilities

Unique

Cyborg (Counts as a Droid and as a non-Droid; living; subject to critical hits and commander effects)

Melee Attack; Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Force Powers

Force 1

Commander Effect

Droids are subject to this effect: Non-Unique Droid followers within 6 squares get +4 Attack and gain **Double Attack**.

Instrumental in the Separatist war effort, General Grievous proves more than a match for the Republic in every battle.

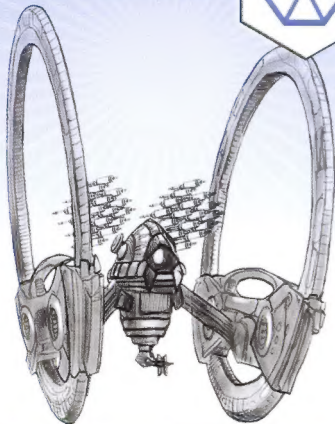


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Hailfire Droid



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Hailfire Droid

36

Hit Points

60

Defense

13

Attack

8

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Missiles 40 (Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; save II)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

Wheeled (Replaces turn: Can move up to 18 squares, then attack)

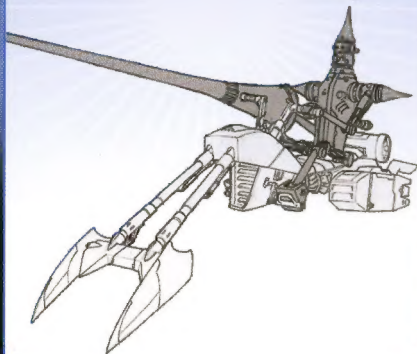
This heavily armed InterGalactic Banking Clan droid vehicle is a mainstay of the Separatist forces.



7/10

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IG Lancer Droid



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IG Lancer Droid

31

Hit Points

50

Defense

17

Attack

10

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)

Melee Attack (Can attack only adjacent enemies)

Strafe Attack (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)

Programmed with advanced piloting routines, these droids use their energy lances to cut down enemies from the backs of speeder bikes.

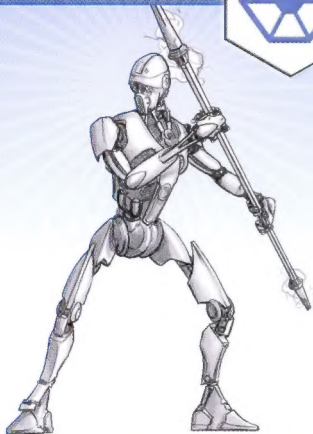


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IG-100 MagnaGuard



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IG-100 MagnaGuard

16

Hit Points

60

Defense

18

Attack

8

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Melee Attack (Can attack only adjacent enemies)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Electrostaff +10 (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 1f.)



Droid bodyguards ensure that no living being need give up its life for its charge.

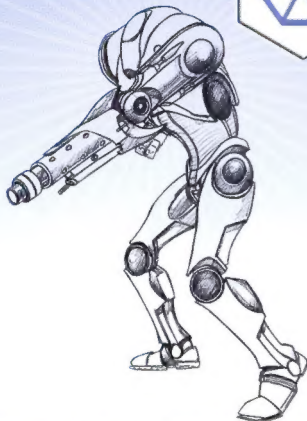


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Super Battle Droid Commander



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Super Battle Droid Commander

19

Hit Points

40

Defense

14

Attack

4

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)

Commander Effect

Droids are subject to this effect: Non-Unique Droid followers within 6 squares gain **Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack).



Command droids lead other super and standard battle droids into combat.



10/10

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